



About QGIS 3.40

QGIS Project

01 lip 2025

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Preambuła

Welcome to the documentation of the geographical information system (GIS) software QGIS. QGIS is subject to the GNU General Public License version 2, or any later version. More information is available on the [QGIS website](#).

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This document has been typeset with reStructuredText. It is available as reST source code on [github](#), and online as HTML and PDF via <https://www.qgis.org/resources/hub/#documentation>. Translated versions of this document can be browsed and downloaded via the documentation area of the QGIS project as well.

For more information about contributing to this document and about translation, please read QGIS-documentation-guidelines.

Odnosińiki w tym dokumencie

This document contains internal and external links. Clicking on an internal link moves within the document, while clicking on an external link opens an internet address.

Documentation Authors and Editors

The list of the persons who have contributed with writing, reviewing and translating the following documentation is available at [Współpracownicy](#).

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1.1 What is new in QGIS 3.40

This release of QGIS includes hundreds of bug fixes and many new features and enhancements, compared to QGIS 3.34. For a list of new features, visit the [visual changelogs](#).

We recommend that you use this version over previous releases.

Witaj we wspaniałym świecie Systemów Informacji Przestrzennej (GIS)!

QGIS is an Open Source Geographic Information System. The project was born in May 2002 and was established as a project on SourceForge in June the same year. We have worked hard to make GIS software (which is traditionally expensive proprietary software) available to anyone with access to a personal computer.

QGIS currently runs on most Unix platforms, Windows, and macOS. QGIS is developed using the Qt toolkit (<https://www.qt.io>) and C++. This means that QGIS feels snappy and has a pleasing, easy-to-use graphical user interface (GUI). There are also independently created applications that allow you to take QGIS into the field. These applications can run on Android and iOS.

QGIS aims to be a user-friendly GIS, providing common functions and features. The initial goal of the project was to provide a GIS data viewer. QGIS has reached the point in its evolution where it is being used for daily GIS data-viewing needs, for data capture, for advanced GIS analysis, and for presentations in the form of sophisticated maps, atlases and reports. QGIS supports a wealth of raster and vector data formats, with new format support easily added using the plugin architecture.

QGIS is released under the GNU General Public License (GPL). Developing QGIS under this license means that you can inspect and modify the source code, and guarantees that you, our happy user, will always have access to a GIS program that is free of cost and can be freely modified. You should have received a full copy of the license with your copy of QGIS, and you can also find it in Appendix *Appendix A: GNU General Public License*.

Wskazówka: Aktualna wersja dokumentacji

The latest version of this document can always be found in the documentation area of the QGIS website at <https://www.qgis.org/resources/hub/#documentation>.

W tym rozdziale opisany jest jednolity styl oznaczeń przyjętych w tym podręczniku.

3.1 Oznaczenia GUI

Oznaczenia GUI są tak pomyślane, aby przypominały właściwy wygląd interfejsu użytkownika. Ogólna zasada jest taka, że używa się wyglądu elementów tak, jak wyglądają one bez fokusa, aby użytkownik mógł łatwo odnaleźć w interfejsie to, co opisane jest w podręczniku.


- Pozycje menu: *Warstwa ► Dodaj warstwę rastrową* lub *Widok ► Paski narzędzi ► Digitalizacja*

- Narzędzie:  Dodaj warstwę rastrową


- Przycisk: *Zapisz jako domyślne*


- Tytuł okna *Właściwości warstwy*

- Zakładka: *Ogólne*


- Pole wyboru:  *Renderuj*

- Przycisk opcji:  *Postgis SRID*  *EPSG ID*

- Wybierz numer:  1,00

- Wybierz ciąg tekstowy: 

- Przeglądaj pliki: ...

- Wybierz kolor: 

- Suwak: 

- Tekst wejściowy: Display name

Jeśli element posiada tło (cień) oznacza, że można go kliknąć.

3.2 Oznaczenia tekstu i klawiszy




Ten podręcznik zawiera również style związane z tekstem, poleceniami klawiaturowymi i kodowaniem, które wskazują różne jednostki, takie jak klasy czy metody. Tego typu style te nie odpowiadają rzeczywistemu wyglądowi tekstu ani kodowania w QGIS.

- Linki: <https://qgis.org>
- Kombinacje klawiszy: naciśnij `Ctrl+B`, oznacza przytrzymaj klawisz `Ctrl` i naciśnij klawisz `B`.
- Nazwa pliku: `lakes.shp`
- Nazwa klasy: **`NewLayer`**
- Metoda: *`classFactory`*
- Serwer: *`myhost.de`*
- Tekst wprowadzany przez użytkownika: `qgis --help`




Linie kodu wyróżnione są czcionką o stałej szerokości:

```
PROJCS["NAD_1927_Albers",  
  GEOGCS["GCS_North_American_1927",
```



3.3 Uwagi szczegółowe dla platform operacyjnych


Sekwencje GUI oraz niewielkie fragmenty tekstu mogą być formatowane w tekście : Kliknij   *Plik*  *QGIS* ► *Zakończ*, aby zamknąć *QGIS*. Oznacza to, że na platformach Linux, Unix i Windows należy najpierw kliknąć menu Plik, a następnie Zakończ, podczas gdy na platformach macOS należy najpierw kliknąć menu QGIS, a następnie Zakończ.

Dłuższe fragmenty tekstu mogą być sformatowane jako lista:

-  zrób to;
-  zrób to;
-  Lub zrób tamto

lub jako akapity:

  Zrób to, to i to. Potem zrób to, to i to, a następnie zrób tamto i to, a potem jeszcze to.

 Zrób to. Następnie zrób to, a potem to i to, i tamto i owamto.

Zrzuty ekranu, które pojawiają się w podręczniku użytkownika, zostały utworzone na różnych systemach operacyjnych.

QGIS oferuje bogactwo funkcji GIS, dostarczanych przez podstawowe funkcje i wtyczki. Pasek lokalizatora ułatwia wyszukiwanie funkcji, zestawów danych i nie tylko.

Poniżej znajduje się krótkie podsumowanie sześciu ogólnych kategorii funkcji i wtyczek, a także pierwsze informacje na temat zintegrowanej konsoli Python.

4.1 Przeglądanie danych

Możesz przeglądać zestawienia danych wektorowych i rastrowych (w 2D lub 3D) w różnych formatach i projekcjach bez konwersji do formatu wewnętrznego lub wspólnego. Obsługiwane formaty obejmują:

- Przestrzenne tabele i widoki wykorzystujące PostGIS, SpatiaLite i MS SQL Spatial, Oracle Spatial, formaty wektorowe obsługiwane przez zainstalowaną bibliotekę OGR, w tym GeoPackage, ESRI Shapefile, MapInfo, SDTS, GML i wiele innych. Zobacz sekcję `label_workingvector`.
- Rastry i zobrazowania obsługiwane przez zainstalowaną bibliotekę GDAL (Geospatial Data Abstraction Library) takie jak GeoTiff, ERDAS IMG, ArcInfo ASCII GRID, JPEG, PNG i wiele innych, zobacz rozdział `working_with_raster`.
- Siatki typu mesh (obsługiwane są TIN-y i zwykłe siatki). Zobacz `label_meshdata`.
- Kafle wektorowe
- Rastry i dane wektorowe GRASS zapisane w bazach GRASS (location/mapset), zobacz rozdział `sec_grass`.
- Dane przestrzenne online serwowane jako usługi sieciowe OGC, w tym WMS, WMTS, WCS, WFS i WFS-T. Zobacz sekcję `working_with_ogc`.

Infrastruktura uwierzytelniania QGIS pomaga zarządzać użytkownikami/hasłami, certyfikatami i kluczami do usług sieciowych i innych zasobów.

- Arkusze kalkulacyjne (ODS / XLSX)

Obsługiwane są dane czasowe.

4.2 Przeglądanie danych i tworzenie map

Możesz tworzyć mapy i interaktywnie przeglądać dane przestrzenne za pomocą przyjaznego interfejsu użytkownika. Interfejs zawiera wiele przydatnych narzędzi:

- Przeglądarka QGIS
- Przeliczanie współrzędnych w locie
- Renderowanie map 2D i 3D
- Zarządzanie bazami danych
- Rozkłady wydruków
- Raport
- Panel podglądu
- Zakładki przestrzenne
- Narzędzia opisu/adnotacji
- Zaznaczanie i uzyskiwanie informacji o obiektach
- Edycja/przeglądanie/przeszukiwanie atrybutów
- Etykietowanie oparte na danych
- Style wyświetlania warstw wektorowych i rastrowych oparte na danych
- Tworzenie atlasowych kompozycji mapowych z siatkami
- Strzałka północy, pasek skali i opis praw autorskich w redakcji map
- Wsparcie dla zapisywania i przywracania projektów

4.3 Tworzenie, edycja, zarządzanie i eksport danych

Możesz tworzyć, edytować, zarządzać i eksportować warstwy wektorowe i rastrowe w różnych formatach. QGIS oferuje następujące funkcje:

- Narzędzia wektoryzacji
- Możliwość tworzenia i edycji wielu formatów plików oraz warstw wektorowych GRASS-a
- Narzędzie do nadawania georeferencji warstwom wektorowym i rastrowym
- Narzędzia GPS umożliwiające importowanie i eksportowanie formatu GPX oraz konwersję innych formatów GPS do formatu GPX lub pobieranie/przesyłanie bezpośrednio do urządzenia GPS (w systemie Linux, usb: dodano do listy urządzeń GPS)
- Wsparcie dla przeglądania i edycji danych OpenStreetMap
- Możliwość tworzenia przestrzennych tabel baz danych z plików za pomocą wtyczki DB Manager
- Poprawiona obsługa tabel w przestrzennych bazach danych
- Narzędzia do zarządzania tabelami atrybutów warstw wektorowych
- Możliwość zapisywania zrzutów ekranowych jako obrazów z georeferencją
- Narzędzie do eksportu DXF z ulepszonymi możliwościami eksportu stylów i wtyczek do wykonywania funkcji podobnych do CAD

4.4 Analiza danych

Możesz przeprowadzać analizę danych przestrzennych na przestrzennych bazach danych i innych formatach obsługiwanych przez OGR. QGIS oferuje obecnie narzędzia do analizy wektorowej, analizy rastrowej, próbkowania, geoprzetwarzania, zarządzania geometrią i bazami danych. Możesz także korzystać z zintegrowanych narzędzi GRASS, które obejmują pełną funkcjonalność GRASS składającą się z ponad 400 modułów (zobacz sekcję `sec_grass`). Alternatywnie, możesz pracować z wtyczką Przetwarzanie, która zapewnia potężne środowisko analizy geoprzestrzennej do wywoływania natywnych i zewnętrznych algorytmów z QGIS, takich jak GDAL, SAGA, GRASS, OTB, R i inne (zobacz sekcję `sec_processing_intro`). Wszystkie funkcje analizy działają w tle, co pozwala na kontynuowanie pracy przed zakończeniem przetwarzania.

Modeler graficzny umożliwia łączenie/szeregowanie funkcji w kompletny przepływ pracy w intuicyjnym środowisku graficznym.

4.5 Publikowanie map w Internecie

QGIS może być używany jako klient WMS, WMTS, WMS-C, WFS, OAPIF i WFS-T (zobacz sekcję `working_with_ogc`), a QGIS Server (zobacz `QGIS-Server-manual`) umożliwia publikowanie danych przez protokoły WMS, WCS, WFS i OAPIF w Internecie z użyciem serwera WWW.

4.6 Rozszerzanie funkcjonalności QGIS za pomocą wtyczek

QGIS można dostosować do specjalnych potrzeb dzięki rozszerzalnej architekturze wtyczek i bibliotekom, które można wykorzystać do tworzenia wtyczek. Możesz nawet tworzyć nowe aplikacje w C++ lub Pythonie!

4.6.1 Wtyczki instalowane razem z programem

Wtyczki instalowane razem z programem, to między innymi:

1. Menedżer Baz Danych (wymiana, edycja i przeglądanie warstw i tabel z/do baz danych; wykonywanie zapytań SQL)
2. Geometry Checker (sprawdzanie geometrii pod kątem błędów)
3. Georeferencer GDAL (dodawanie informacji o odwzorowaniu do rastrów przy użyciu GDAL)
4. Narzędzia GPS (ładowanie i importowanie danych GPS)
5. GRASS (integracja z GRASS GIS)
6. Klient Katalogu MetaSearch (interakcja z usługami katalogu metadanych obsługującymi standard OGC Catalog Service for the Web (CSW))
7. Edycja Offline (umożliwia edycję offline i synchronizację z bazami danych)
8. Przetwarzanie (środowisko przetwarzania danych przestrzennych dla QGIS)
9. Sprawdzanie Topologii (wyszukiwanie błędów topologicznych w warstwach wektorowych)

4.6.2 Zewnętrzne wtyczki Pythona

QGIS oferuje rosnącą liczbę zewnętrznych wtyczek Pythona, które są dostarczane przez społeczność. Te wtyczki znajdują się w oficjalnym repozytorium wtyczek i można je łatwo zainstalować za pomocą instalatora wtyczek Pythona. Zobacz sekcję `managing_plugins`.

4.7 Konsola Pythona

Do tworzenia skryptów można skorzystać ze zintegrowanej konsoli Pythona, którą można otworzyć za pomocą: *Wtyczki ► Konsola Pythona*. Do interakcji ze środowiskiem QGIS dostępna jest zmienna `qgis.utils iface`, która jest instancją `QgisInterface`. Ten interfejs zapewnia dostęp do okna mapy, menu, pasków narzędzi i innych części aplikacji QGIS. Możesz utworzyć skrypt, a następnie przeciągnąć go i upuścić w oknie QGIS, a zostanie on automatycznie wykonany.

Więcej informacji na temat pracy z konsolą Python oraz programowania wtyczek i aplikacji QGIS można znaleźć w `console` oraz `PyQGIS-Developer-Cookbook`.

4.8 Znane problemy

4.8.1 Ograniczenie ilości otwartych plików

Gdy otwiera się duży projekt QGIS i ma się pewność, że wszystkie warstwy są prawidłowe, a niektóre z nich zaznaczane są jako błędne, dotyczy to prawdopodobnie tego błędu. GNU/Linux (również inne systemy operacyjne) ma ograniczenie ilości plików otwartych przez pojedynczy proces. Ograniczenie danych źródłowych określone jest dla procesu i jest dziedziczne. Wbudowane polecenie powłoki `ulimit` zmienia to ograniczenie jedynie dla procesów bieżącej powłoki, natomiast będzie dziedziczone przez każdy proces potomny.

Możesz zobaczyć wszystkie aktualne informacje o `ulimit`, wpisując:

```
$ ulimit -aS
```

Aktualną liczbę plików, które można otworzyć na proces, możesz sprawdzić za pomocą następującego polecenia na konsoli:

```
$ ulimit -Sn
```

Aby zmienić limity dla **bieżącej sesji**, możesz użyć takiego polecenia:

```
$ ulimit -Sn #number_of_allowed_open_files
$ ulimit -Sn
$ qgis
```

Alternatywnie możesz użyć nowszego narzędzia `prlimit`. Więcej informacji: <https://manpages.ubuntu.com/manpages/latest/man1/prlimit.1.html>

Aby naprawić to na zawsze

Na większości systemów linuksowych ograniczenie źródeł ustawiane jest w czasie logowania przez moduł `pam_limits` zgodnie z ustawieniami zawartymi w `/etc/security/limits.conf` lub `/etc/security/limits.d/*.conf`. Jeśli masz uprawnienia roota (można użyć `sudo`) można edytować te pliki, ale zmiana dokona się dopiero po powtórным zalogowaniu.

Więcej informacji:

<https://www.cyberciti.biz/faq/linux-increase-the-maximum-number-of-open-files/> <https://linuxaria.com/article/open-files-in-linux>

5.1 Listy mailingowe

QGIS is under active development and as such it won't always work like you expect it to. The preferred way to get help is by joining the qgis-users mailing list. Your questions will reach a broader audience and answers will benefit others.

5.1.1 Użytkownicy QGIS

This mailing list is used for discussion about QGIS in general, as well as specific questions regarding its installation and use. You can subscribe to the qgis-users mailing list by visiting the following URL: <https://lists.osgeo.org/mailman/listinfo/qgis-user>

5.1.2 Programiści QGIS

If you are a developer facing problems of a more technical nature, you may want to join the qgis-developer mailing list. This list is also a place where people can chime in and collect and discuss QGIS related UX (User Experience) / usability issues. It's here: <https://lists.osgeo.org/mailman/listinfo/qgis-developer>

5.1.3 Społeczność QGIS

This list deals with topics like documentation, context help, user guide, web sites, blog, mailing lists, forums, and translation efforts. If you would like to work on the user guide as well, this list is a good starting point to ask your questions. You can subscribe to this list at: <https://lists.osgeo.org/mailman/listinfo/qgis-community-team>

5.1.4 Tłumacze QGIS

This list deals with the translation efforts. If you like to work on the translation of the website, manuals or the graphical user interface (GUI), this list is a good starting point to ask your questions. You can subscribe to this list at: <https://lists.osgeo.org/mailman/listinfo/qgis-tr>

5.1.5 QGIS Project Steering Committee (PSC)

This list is used to discuss Steering Committee issues related to overall management and direction of QGIS. You can subscribe to this list at: <https://lists.osgeo.org/mailman/listinfo/qgis-psc>

5.1.6 Grupy użytkowników QGIS

In order to locally promote QGIS and contribute to its development, some QGIS communities are organized into QGIS User Groups. These groups are places to discuss local topics, organize regional or national user meetings, organize sponsoring of features... The list of current user groups is available at <https://qgis.org/community/groups/>

You are welcome to subscribe to any of the lists. Please remember to contribute to the list by answering questions and sharing your experiences.

5.2 Matrix / IRC

Matrix (<https://matrix.org>) is a project for decentralised chat. QGIS has a room accessible by the #qgis:osgeo.org alias (among others) which bridges to the libera.chat #qgis IRC channel.

Aby skontaktować się przez Matrix:

1. Create an account (at matrix.org is easiest, but if you have an OSGeo account you can also use your OSGeo id as matrix id)
2. Install a client (Elements is easiest, but see [Matrix clients](#) for more), OR point your browser to <https://matrix.to/#/#qgis:osgeo.org>

Aby skontaktować się przez IRC:

1. Zainstaluj klienta IRC
2. Connect to <irc://irc.libera.chat/#qgis> or point your browser to <https://web.libera.chat/?channels=#qgis>

5.3 Commercial support

Commercial support for QGIS is also available. Check the website <https://qgis.org/resources/support/commercial-support/> for more information.

5.4 BugTracker

While the qgis-users mailing list is useful for general «How do I do XYZ in QGIS?»-type questions, you may wish to notify us about bugs in QGIS. You can submit bug reports using the [QGIS bug tracker](#).

Prosimy zwrócić uwagę na to, że zgłoszenia błędów mogą nie mieć tak wysokiego priorytetu, na jaki liczysz (zależy to od tego, jak poważne są to błędy). Naprawa niektórych błędów wymaga sporego nakładu pracy, a nie zawsze dysponujemy wolnymi zasobami.

Feature requests can be submitted as well using the same ticket system as for bugs. Please make sure to select the type `Feature request`.

If you have found a bug and fixed it yourself, you can submit a Pull Request on the [Github QGIS Project](#).

Read [Bugs](#), [Features and Issues](#) and `submit_patch` for more details.

5.5 Blog

The QGIS community also runs a weblog at <https://planet.qgis.org/>, which has some interesting articles for users and developers. Many other QGIS blogs exist, and you are invited to contribute with your own QGIS blog!

5.6 Wtyczki

The website <https://plugins.qgis.org> is the official QGIS plugins web portal. Here, you find a list of all stable and experimental QGIS plugins available via the «Official QGIS Plugin Repository».

5.7 Wiki

Lastly, we maintain a WIKI web site at <https://github.com/qgis/QGIS/wiki> where you can find a variety of useful information relating to QGIS development, release plans, links to download sites, message-translation hints and more. Check it out, there are some goodies inside!

Współpracownicy

QGIS is an open source project developed by a team of dedicated volunteers and organisations. We strive to be a welcoming community for people of all race, creed, gender and walks of life. At any moment, you can [get involved](#).

6.1 Autorzy

Below are listed people who dedicate their time and energy to write, review, and update the whole QGIS documentation.

Tim Sutton	Yves Jacolin	Jacob Lanstorp	Gary E. Sherman	Richard Duivenvoorde
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Peter Ersts	Ujaval Gandhi	Dominic Keller	Giovanni Manghi	Maximilian Krambach
Anne Ghisla	Dick Groskamp	Uros Preloznik	Stéphane Brunner	QGIS Korean Translator
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ciąg dalszy na następnej stronie

Tabela 6.1 – kontynuacja poprzedniej strony

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Thayer Young	Shane Carey	Ian Turton	Emma Hain	Germán Carrillo
Jakob Miksch	Nicolas Boisteault	Bertrand Rix	Jorge Rosales	

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QGIS is a multi-language application and as is, also publishes a documentation translated into several languages. Many other languages are being translated and would be released as soon as they reach a reasonable percentage of translation. If you wish to help improving a language or request a new one, please see [translation_guidelines](#).

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Język	Współpracownicy
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Chinese (Traditional)	Calvin Ngei, Zhang Jun, Richard Xie
Chinese (Simplified)	Xu Baocai
Dutch	Carlo van Rijswijk, Dick Groskamp, Diethard Jansen, Raymond Nijssen, Richard Duivenvoorde, Willem Hoffman
Fiński	Matti Mäntynen, Kari Mikkonen
Francuski	Arnaud Morvan, Augustin Roche, Didier Vanden Berghe, Dofabien, Etienne Trimaille, Francis Gasc, Harrissou Sant-anna, Jean-Roc Morreale, Jérémy Garniaux, Loïc Buscoz, Lsam, Marc-André Saia, Marie Silvestre, Mathieu Bossaert, Mathieu Lattes, Mayeul Kauffmann, Médéric Ribreux, Mehdi Semchaoui, Michael Douchin, Nicolas Boisteault, Nicolas Rochard, Pascal Obstetar, Robin Prest, Rod Bera, Stéphane Henriod, Stéphane Possamai, sylther, Sylvain Badey, Sylvain Maillard, Vincent Picavet, Xavier Tardieu, Yann Leveille-Menez, yoda89
Galicyski	Xan Vieiro
Niemiecki	Jürgen E. Fischer, Otto Dassau, Stephan Holl, Werner Macho
Hindi	Harish Kumar Solanki
Włoski	Alessandro Fanna, Anne Ghisla, Flavio Rigolon, Giuliano Curti, Luca Casagrande, Luca Delucchi, Marco Braidia, Matteo Ghetta, Maurizio Napolitano, Michele Beneventi, Michele Ferretti, Roberto Angeletti, Paolo Cavallini, Stefano Campus
Japoński	Baba Yoshihiko, Minoru Akagi, Norihiro Yamate, Takayuki Mizutani, Takayuki Nuimura, Yoichi Kayama
Koreański	OSGeo Korean Chapter
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Portuguese	Alexandre Neto, Duarte Carreira, Giovanni Manghi, João Gaspar, Joana Simões, Leandro Infantini, Nelson Silva, Pedro Palheiro, Pedro Pereira, Ricardo Sena
Portuguese (Brasil)	Arthur Nanni, Felipe Sodrê Barros, Leônidas Descovi Filho, Marcelo Soares Souza, Narcélio de Sá Pereira Filho, Sidney Schaberle Goveia
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Ukraiński	Alexander Bruy

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Efforts of translation for QGIS 3.40 Long Term Release are provided below. Only languages that reached 5% by the version release time are published here.

Ostatnia aktualizacja: 2025-05-20

Liczba ciągów	Liczba języków tłumaczeń	Overall Translation ratio
31238	58	15.12%

Język	Translation ratio (%)	Język	Translation ratio (%)	Język	Translation ratio (%)
Albański	0.56	Arabski	3.43	Azerbajdżani	0.04
Baskijski	1.11	Bengalski	0.3	Bułgarski	2.52
Burmese	0.23	Kataloński	1.16	Chinese Simplified	25.43
Chinese Traditional	1.39	Chorwacki	0.23	Czeski	5.02
Danish	0.71	Dutch	100.0	Estoński	2.53
Fiński	1.29	Francuski	82.74	Galicyjski	0.53
Georgian	0.23	Niemiecki	55.39	Grecki	0.39
Hebrajski	0.82	Hindi	0.39	Węgierski	17.48
Igbo	0.11	Indonezyjski	3.78	Włoski	95.64
Japoński	93.73	Kabyle	0.23	Koreański	95.17
Kurdyjski	0.29	Lithuanian	24.26	Macedoński	0.26
Malajski	0.15	Malayalam	0.23	Marathi	0.2
Mongolski	0.23	N'ko	1.6	Norwegian Bokmål	2.66
Perski	0.72	Polski	13.02	Portuguese (Brazil)	62.71
Portuguese (Portugal)	8.16	Rumuński	31.3	Rosyjski	25.39
Serbski	0.23	Slovak	1.36	Slovenian	2.48
Hiszpański	98.39	Szwedzki	1.15	Tagalog	1.34
Tamil	0.6	Telugu	0.04	Thai	0.23
Turecki	3.34	Ukraiński	2.69	Urdu	0.1
Wietnamski	1.5				

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Version 2, June 1991

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